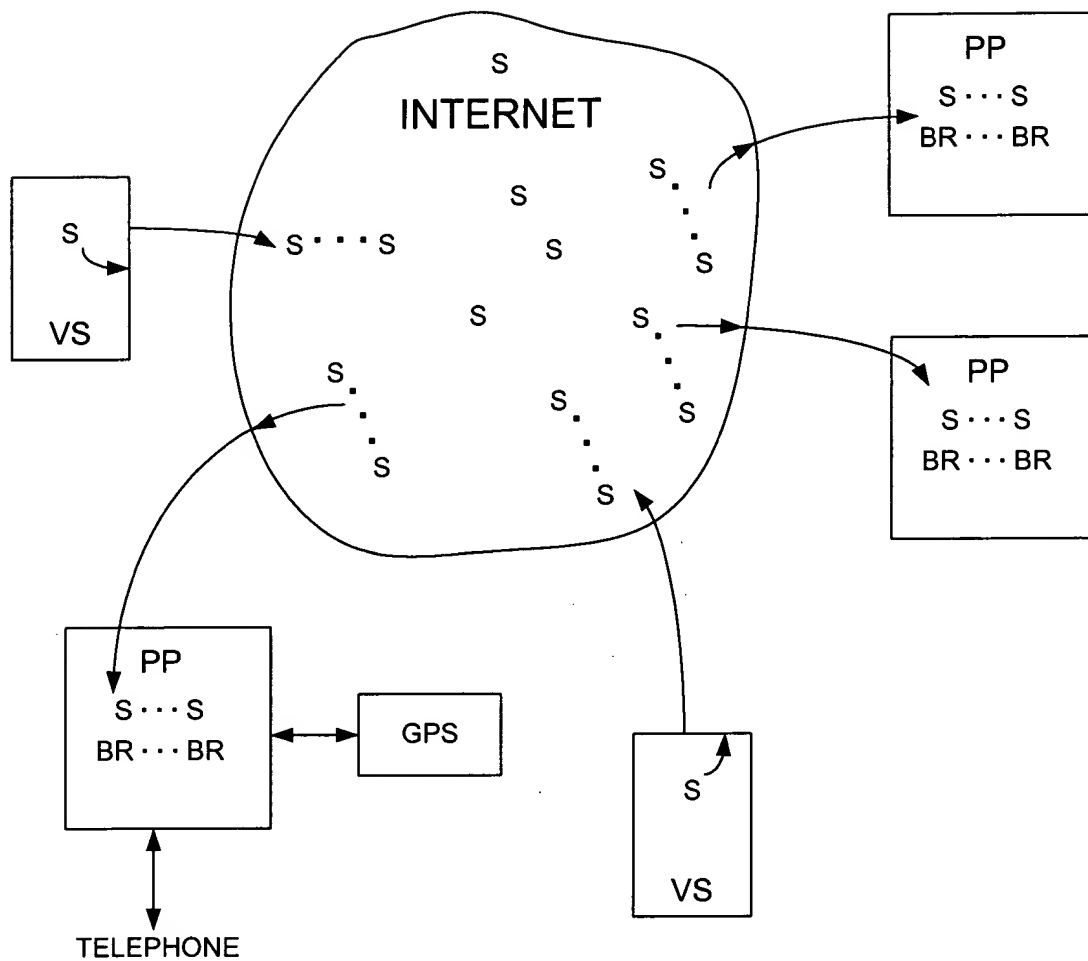


PP = PERSONAL PAGE
→ INDICATES NETWORK ACCESS
⇒ INDICATES SOFTWARE ACCESS

FIG. 1A



PP = PERSONAL PAGE
VS = VENDOR SITE
S = VENDOR SCRIPT
BR = BIDDING RULE

FIG. 1B

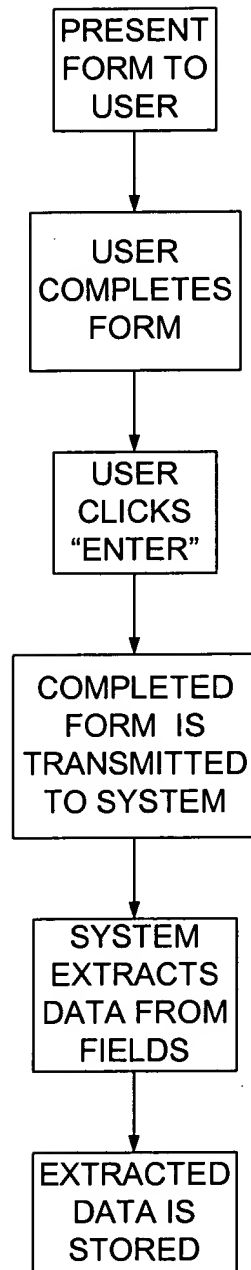


FIG. 2

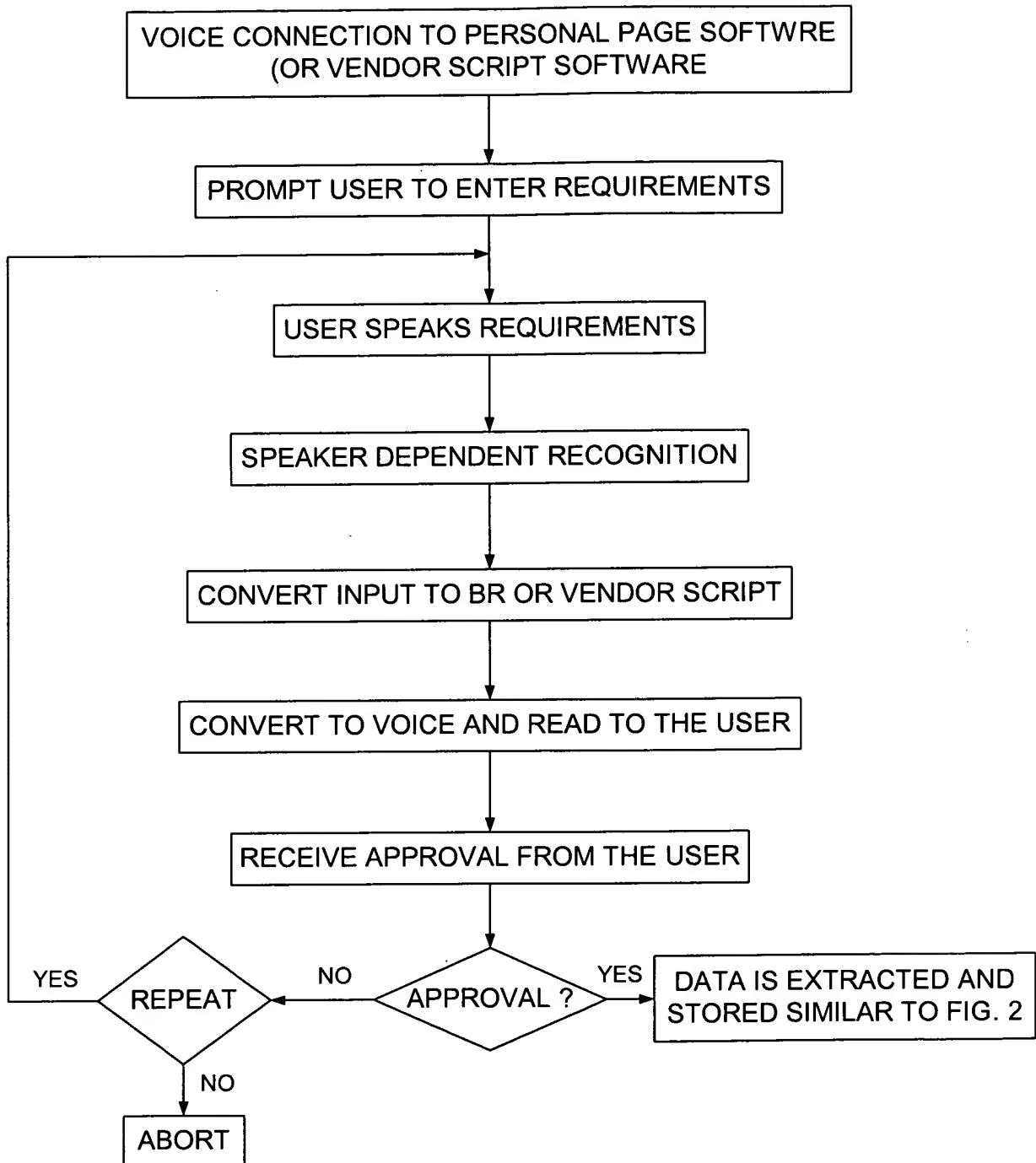


FIG. 3

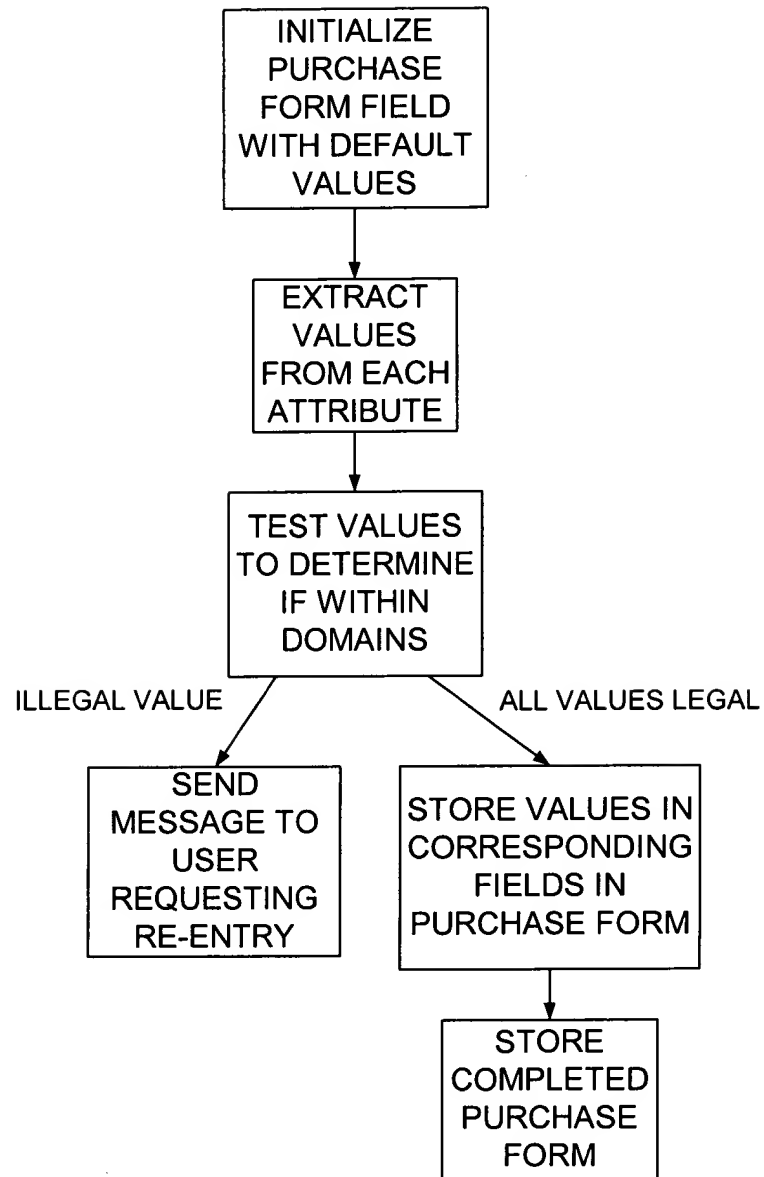


FIG. 4

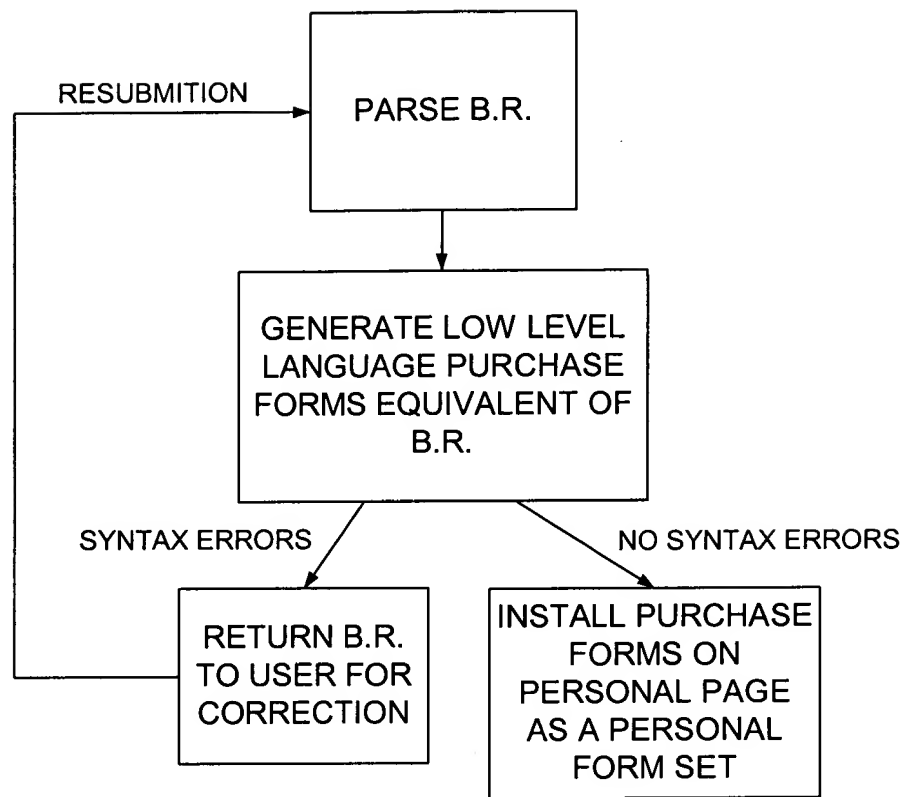


FIG. 5

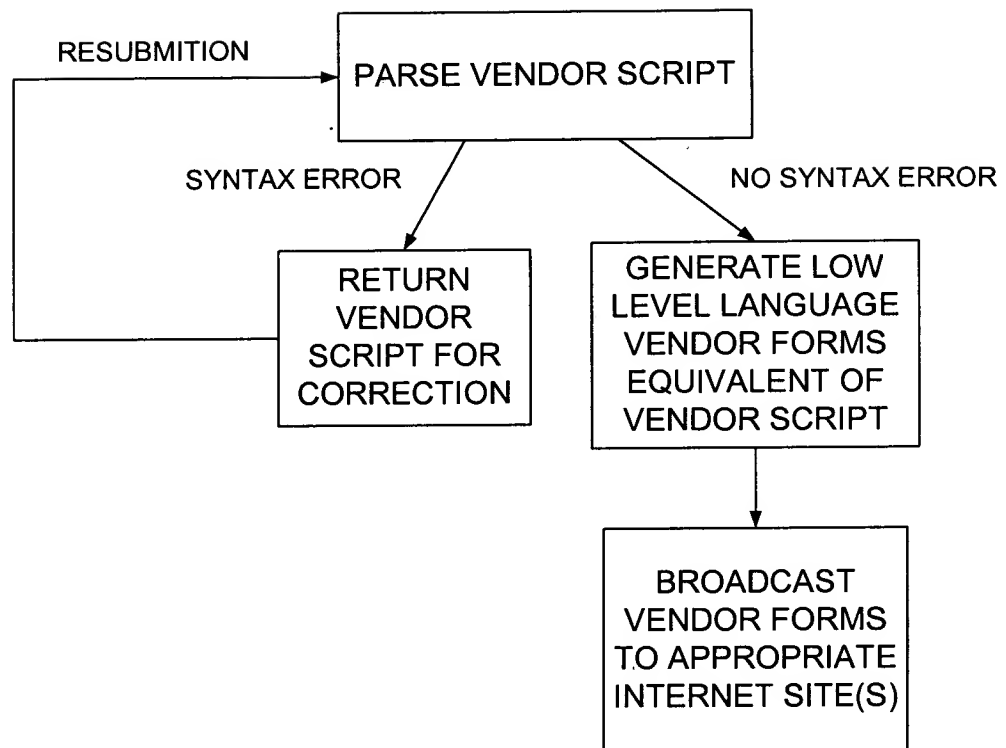


FIG. 6

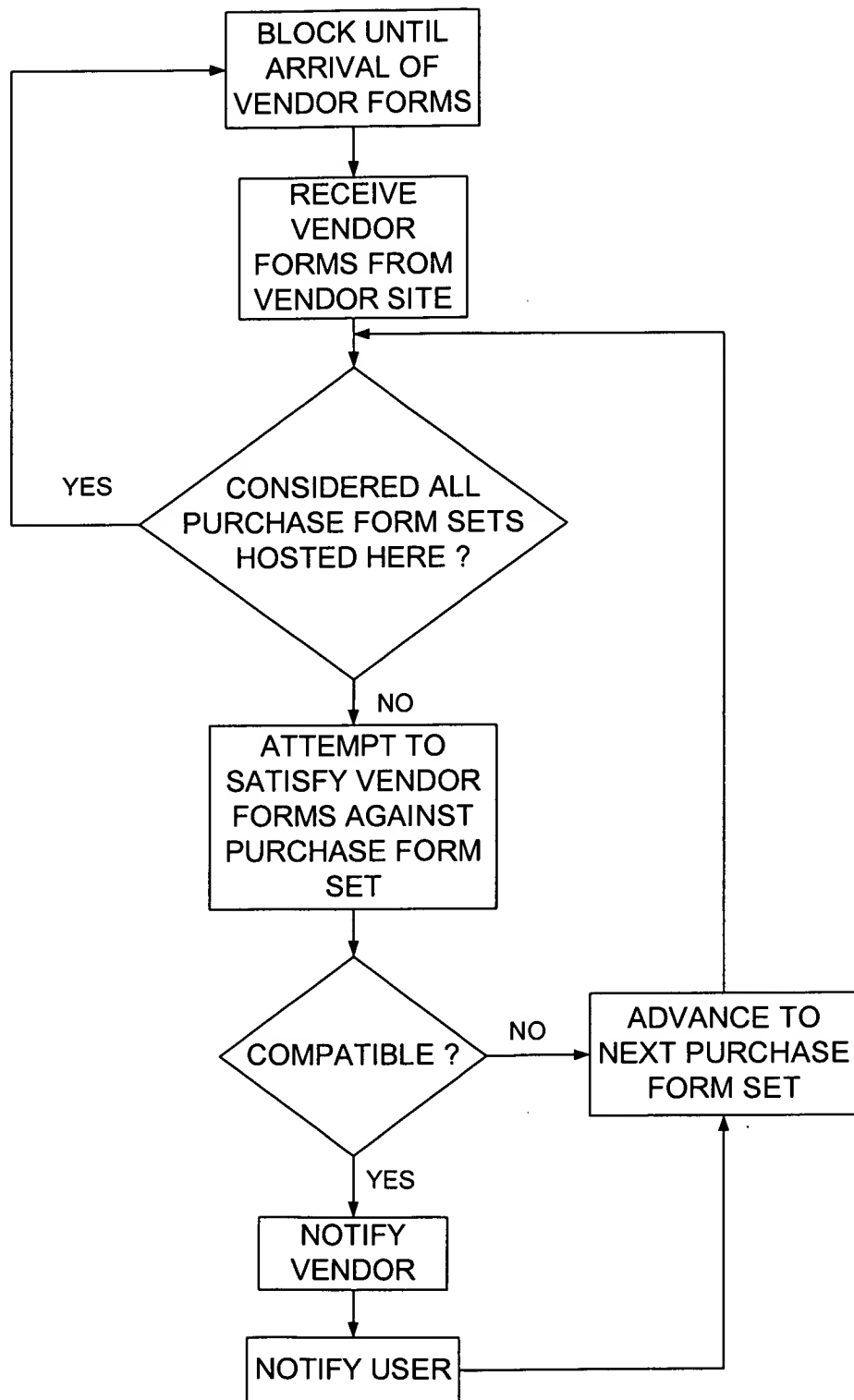


FIG. 7

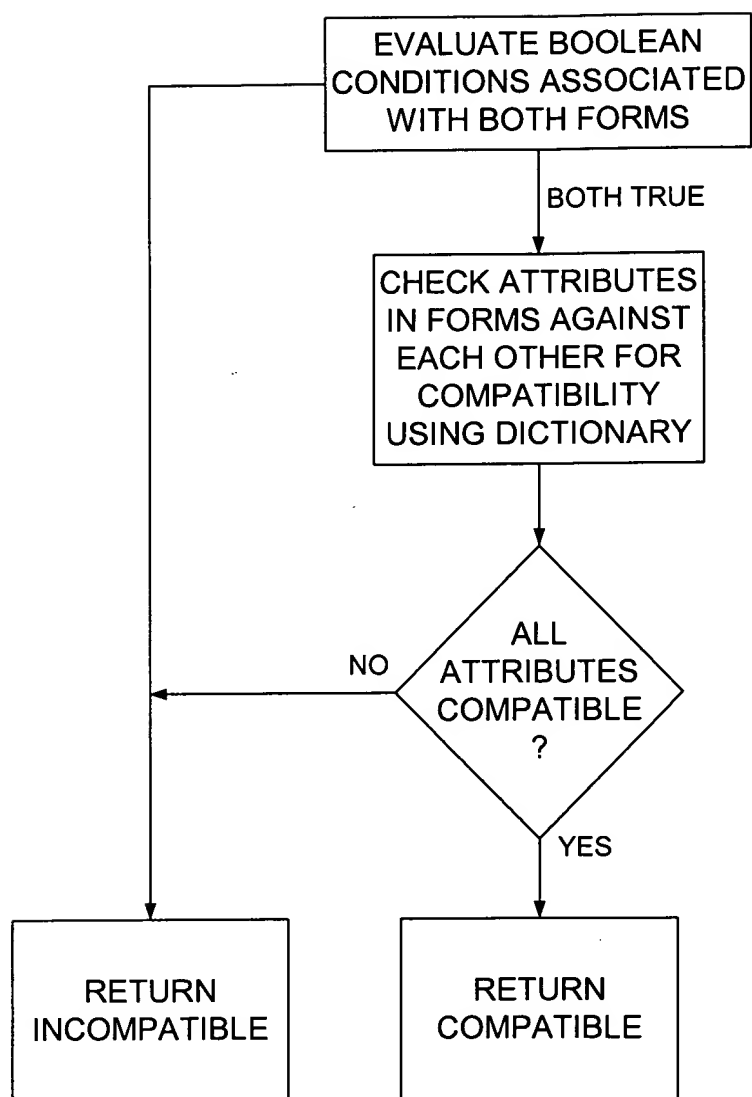


FIG. 8

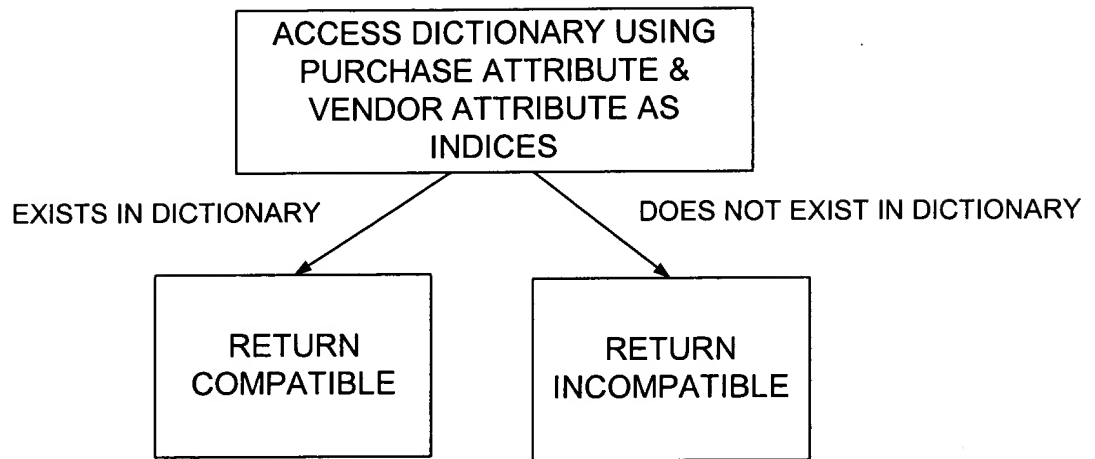


FIG. 9

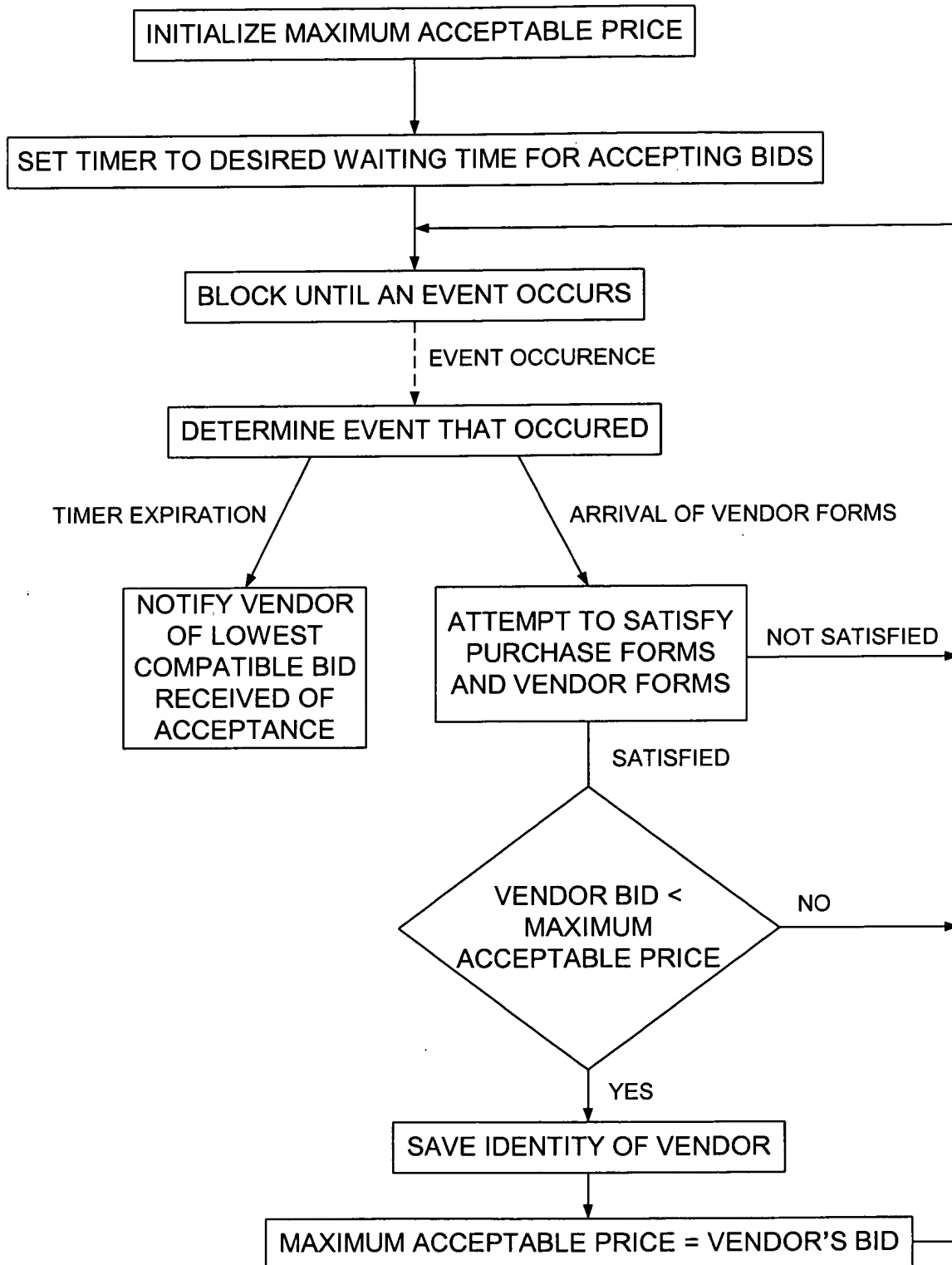
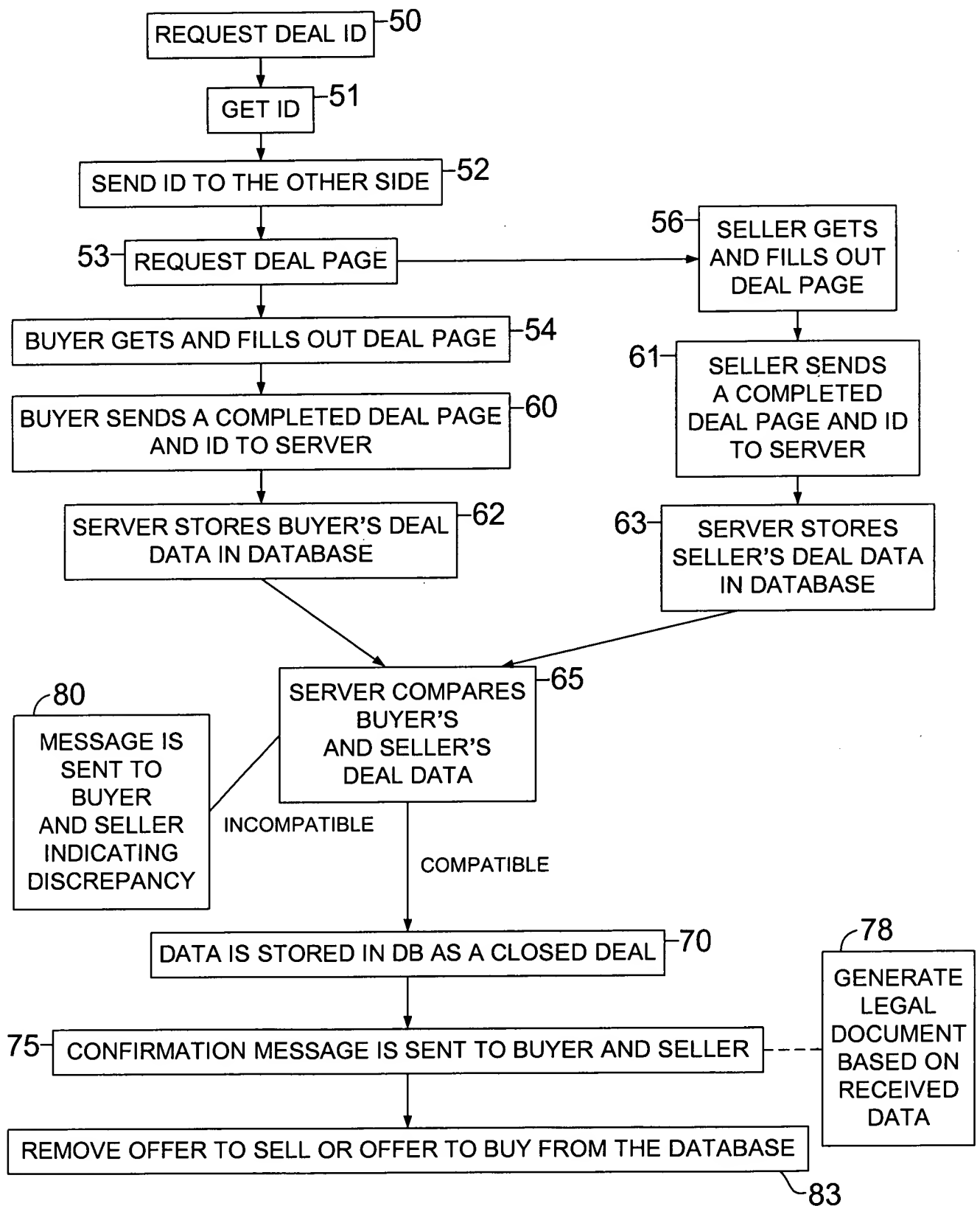


FIG. 10



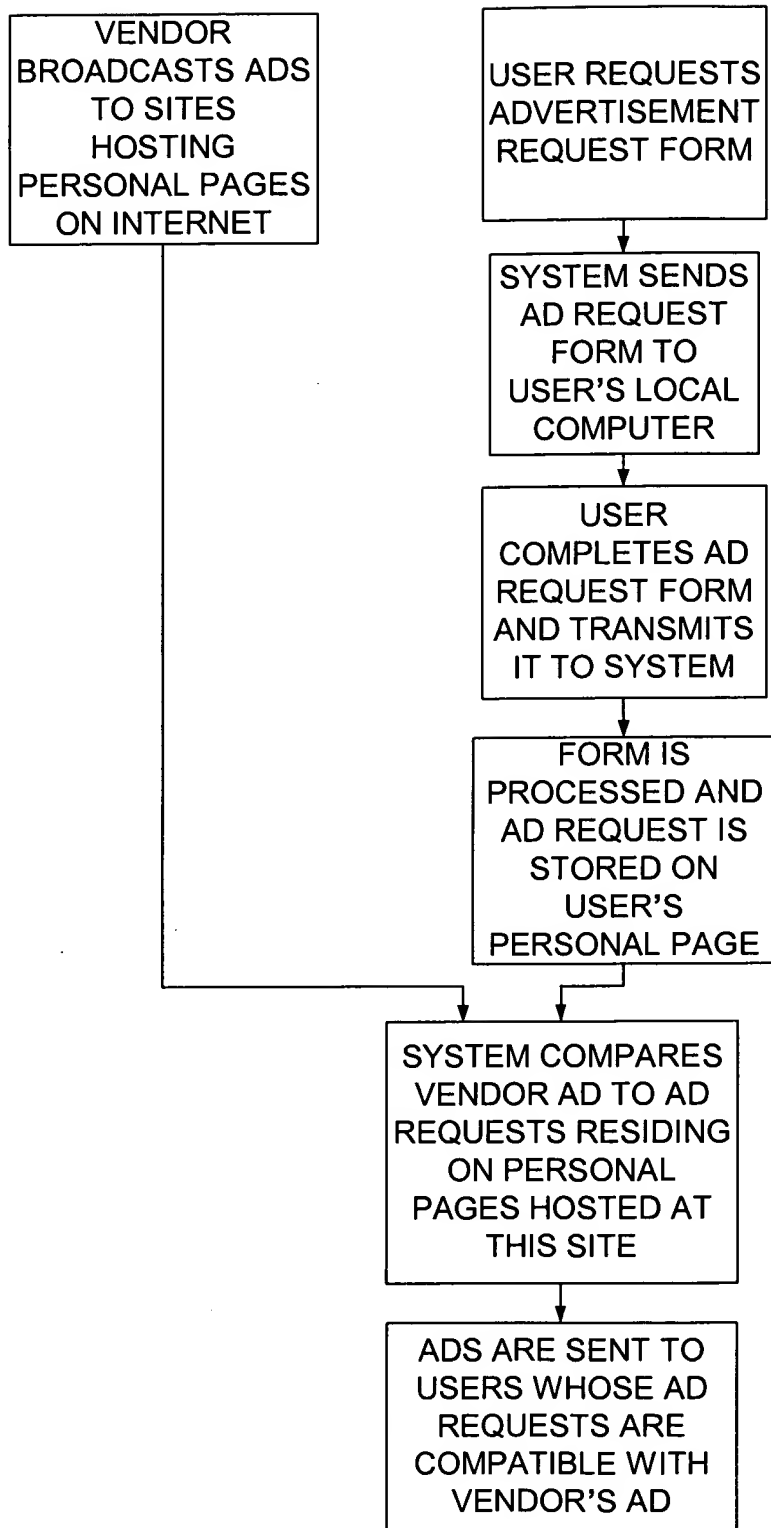


FIG. 12

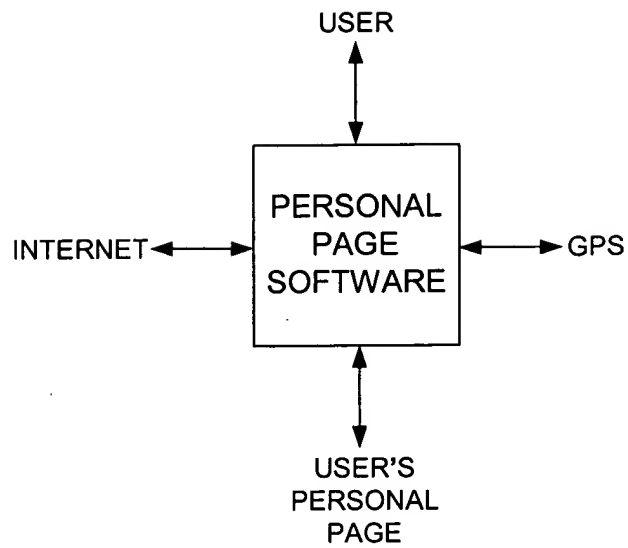


FIG. 13

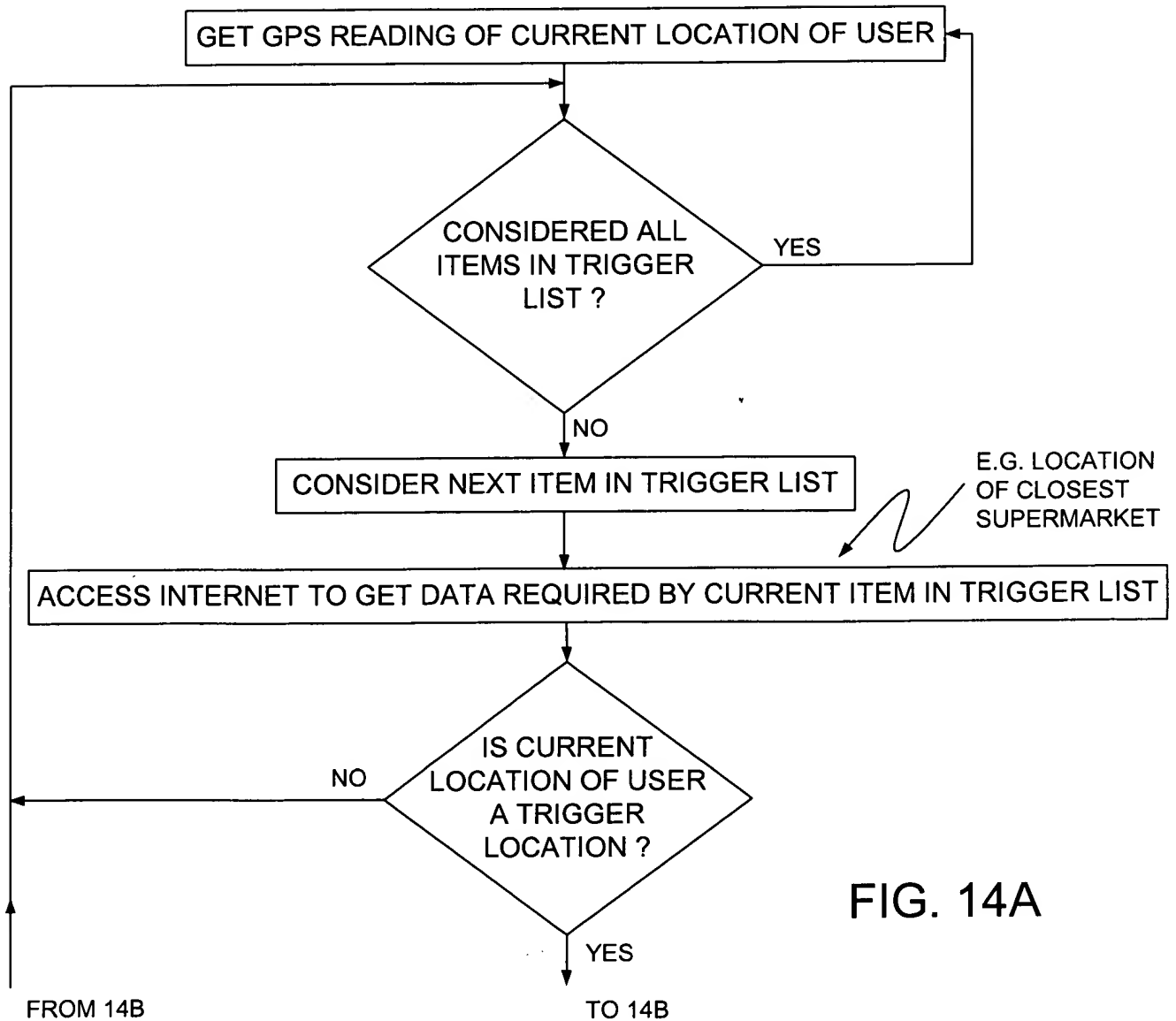


FIG. 14A

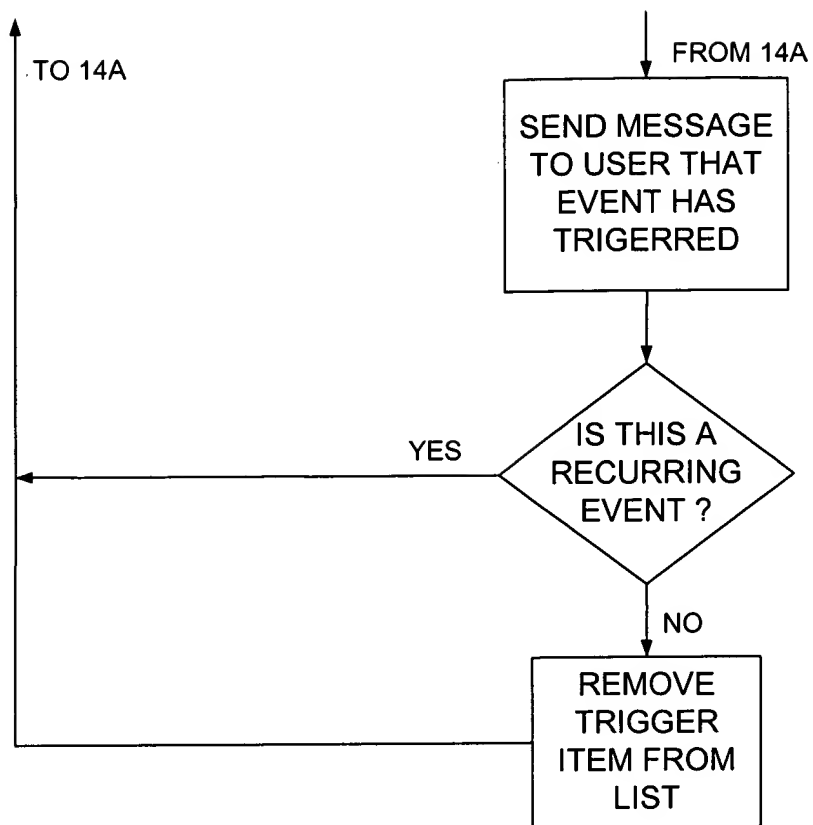


FIG. 14B

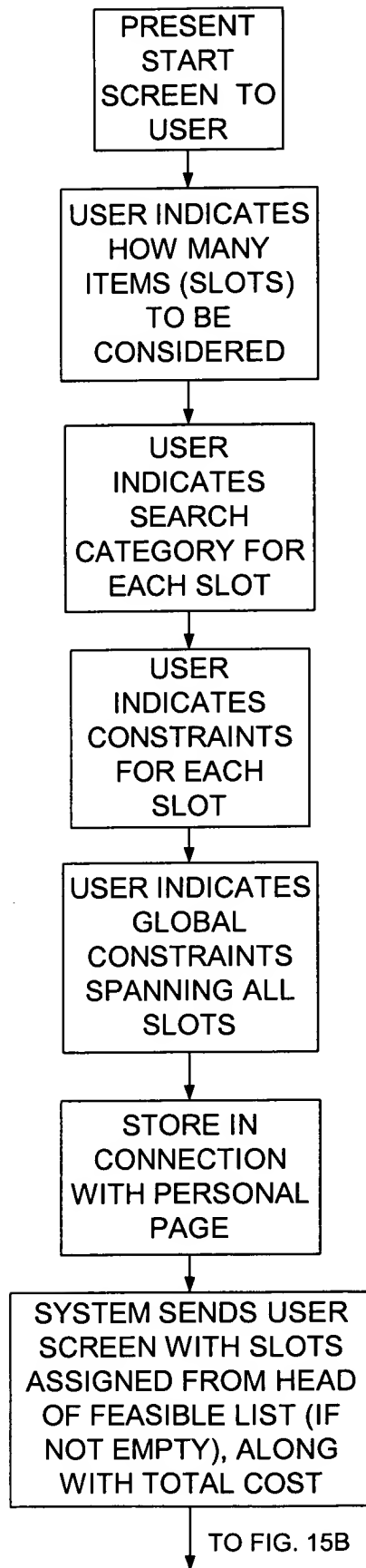


FIG. 15A

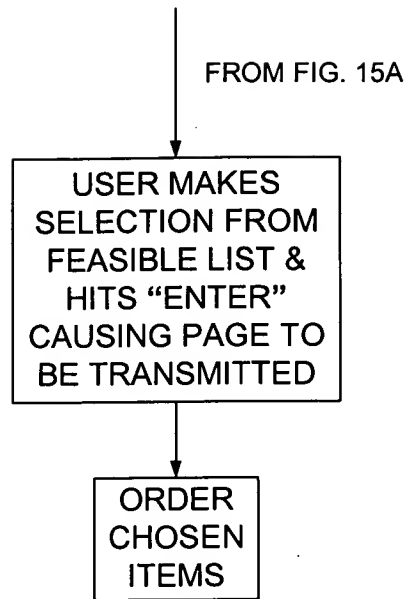


FIG. 15B

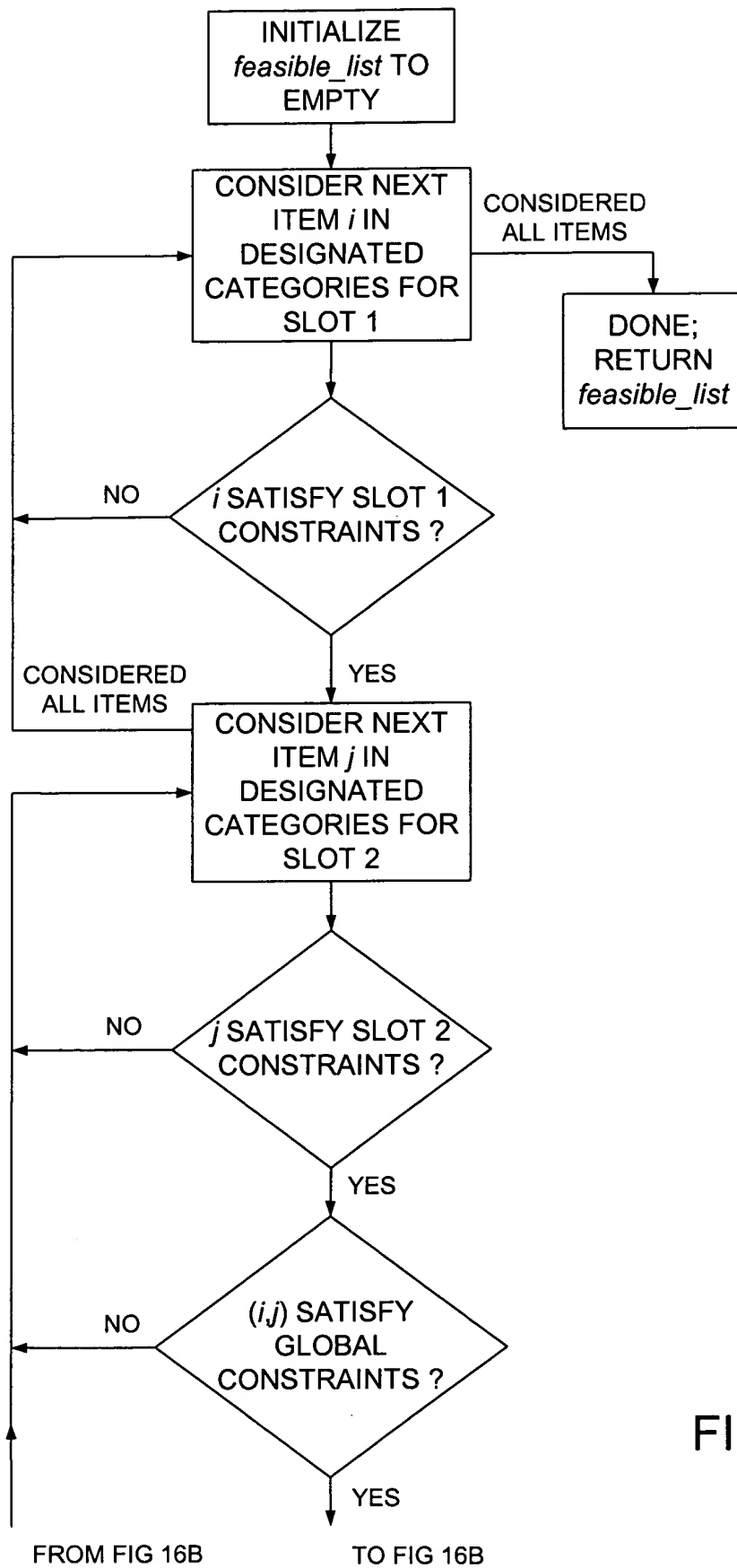


FIG. 16A

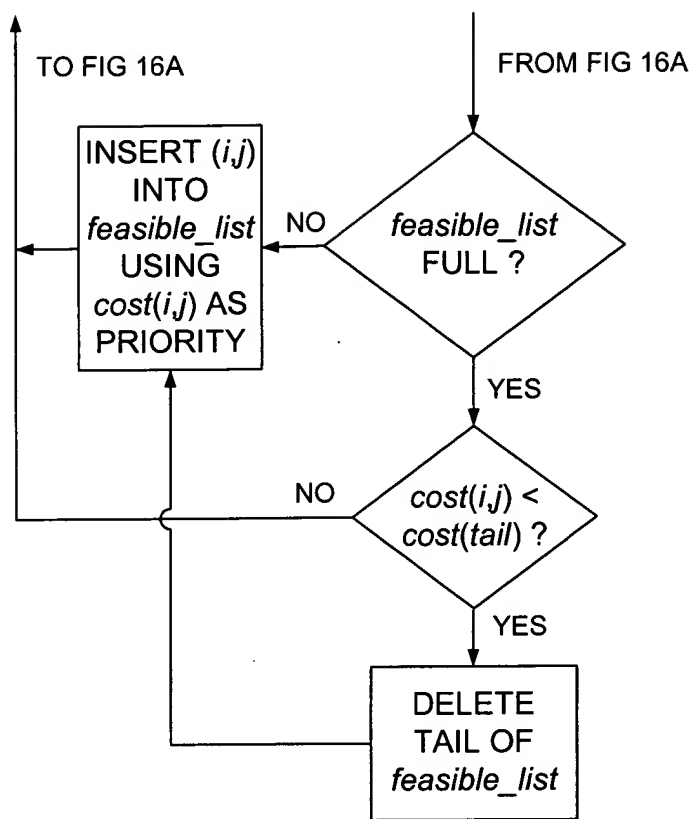


FIG. 16B

```

feasible_list = empty;           // priority queue; cost(a,b) is priority
for (i ranging over items in its designated categories)
    if (i satisfies slot 1 constraints)
        for (j ranging over items in its designated categories)
            if (j satisfies slot 2 constraints)
                if ( (i,j) satisfies global constraints)
                    if feasible_list not full
                        insert (i,j) and cost(i,j) into feasible_list;
                    else if ( cost(i,j) < cost(tail) )
                        {
                            delete tail from feasible_list;
                            insert (i,j) and cost(i,j) into feasible_list;
                        }
return (feasible_list);

```

FIG. 16C

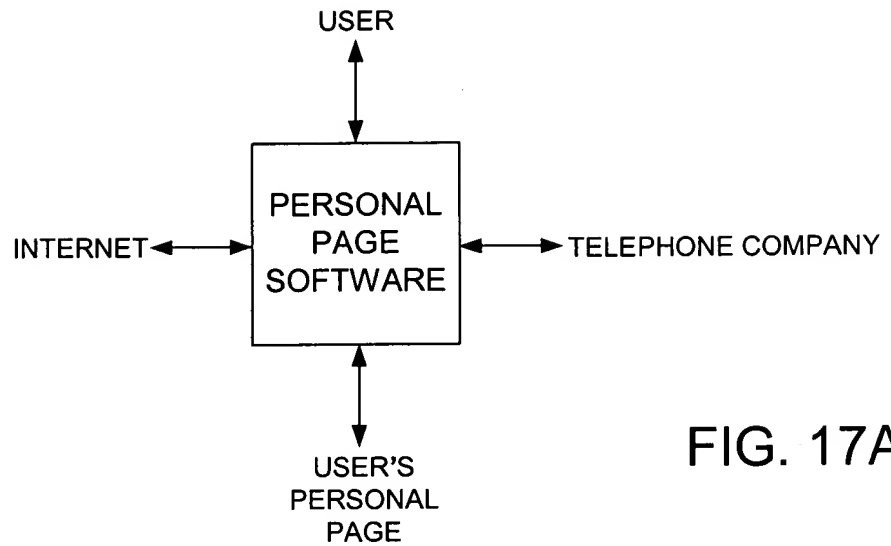


FIG. 17A

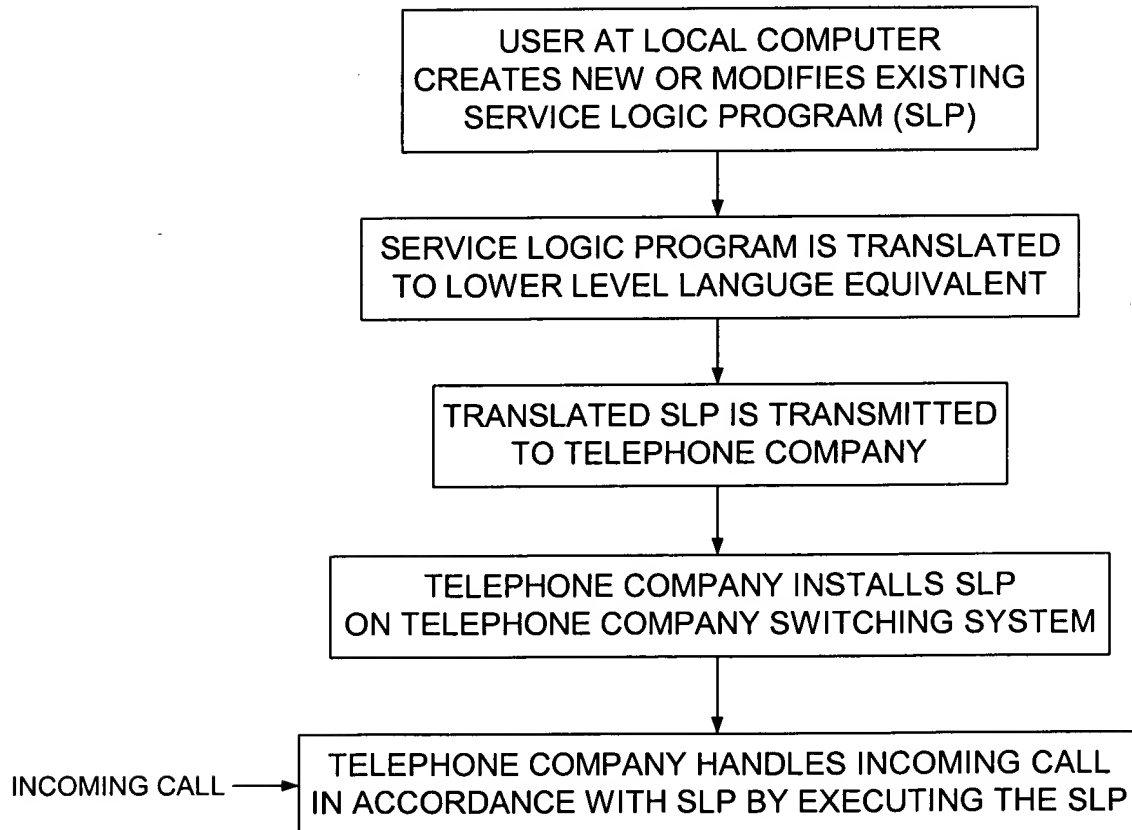


FIG. 17B

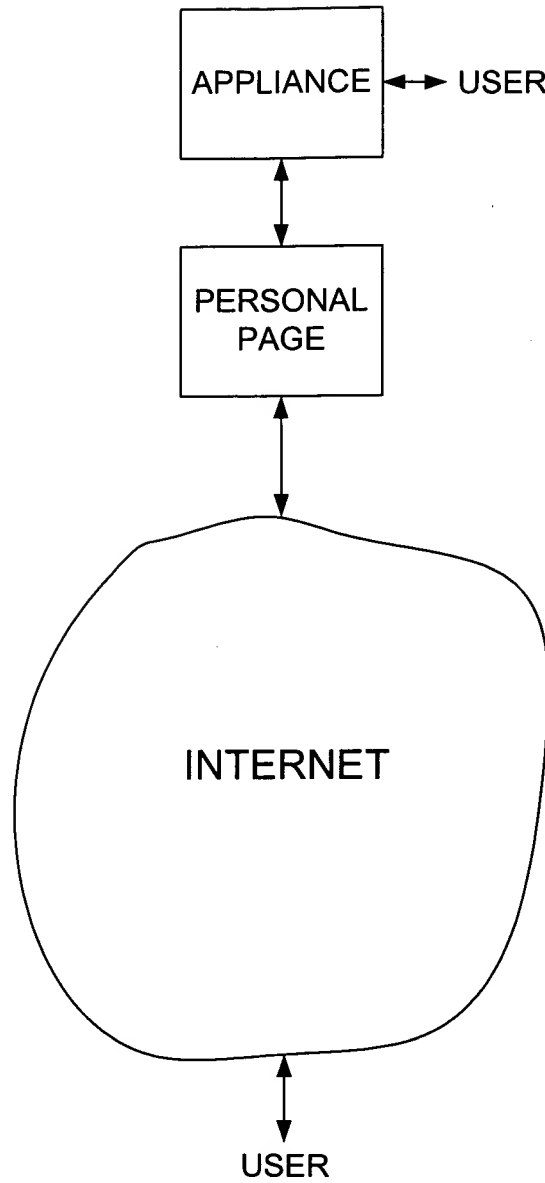


FIG. 18

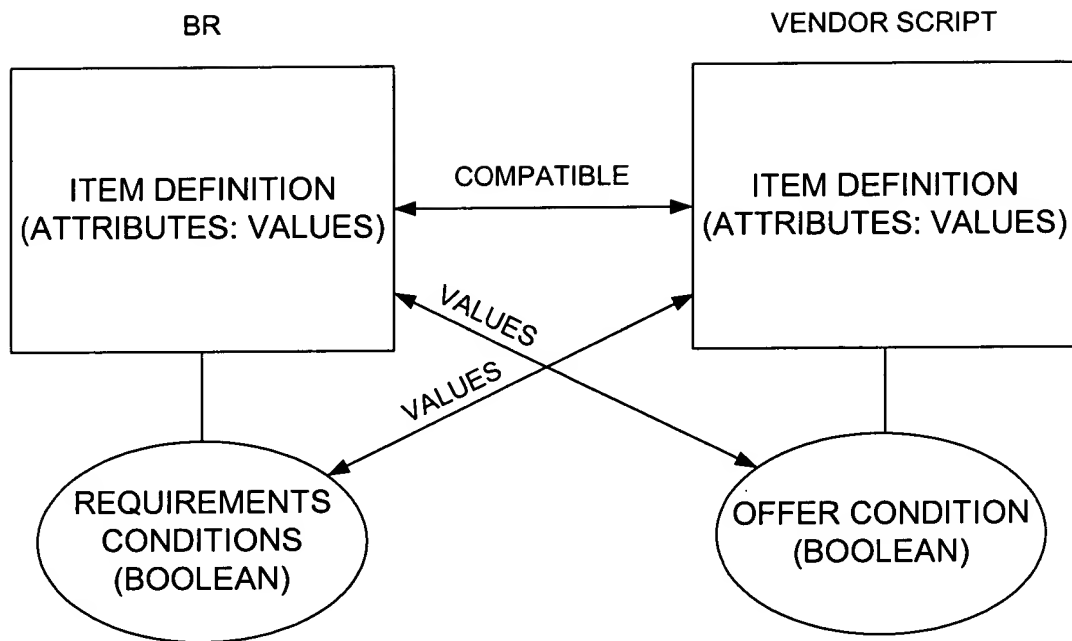


FIG. 19

```
{ ACCEPT_BR || ACCEPT_VENDOR_SCRIPT || MATCHMAKER  
  || SERVICE_ACTIVATION_LIST || SERVICE_SCRIPT_LIST }
```

FIG. 20

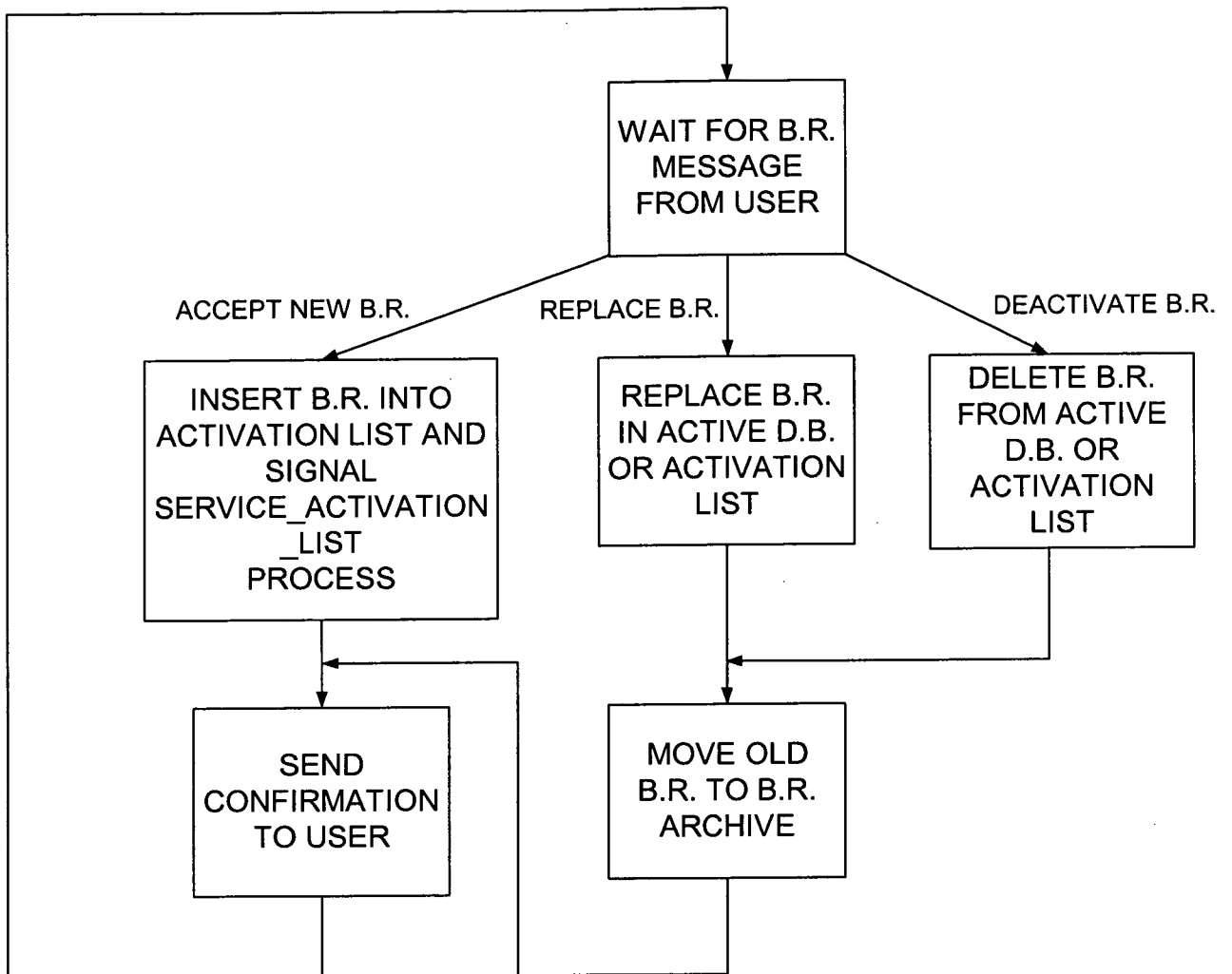
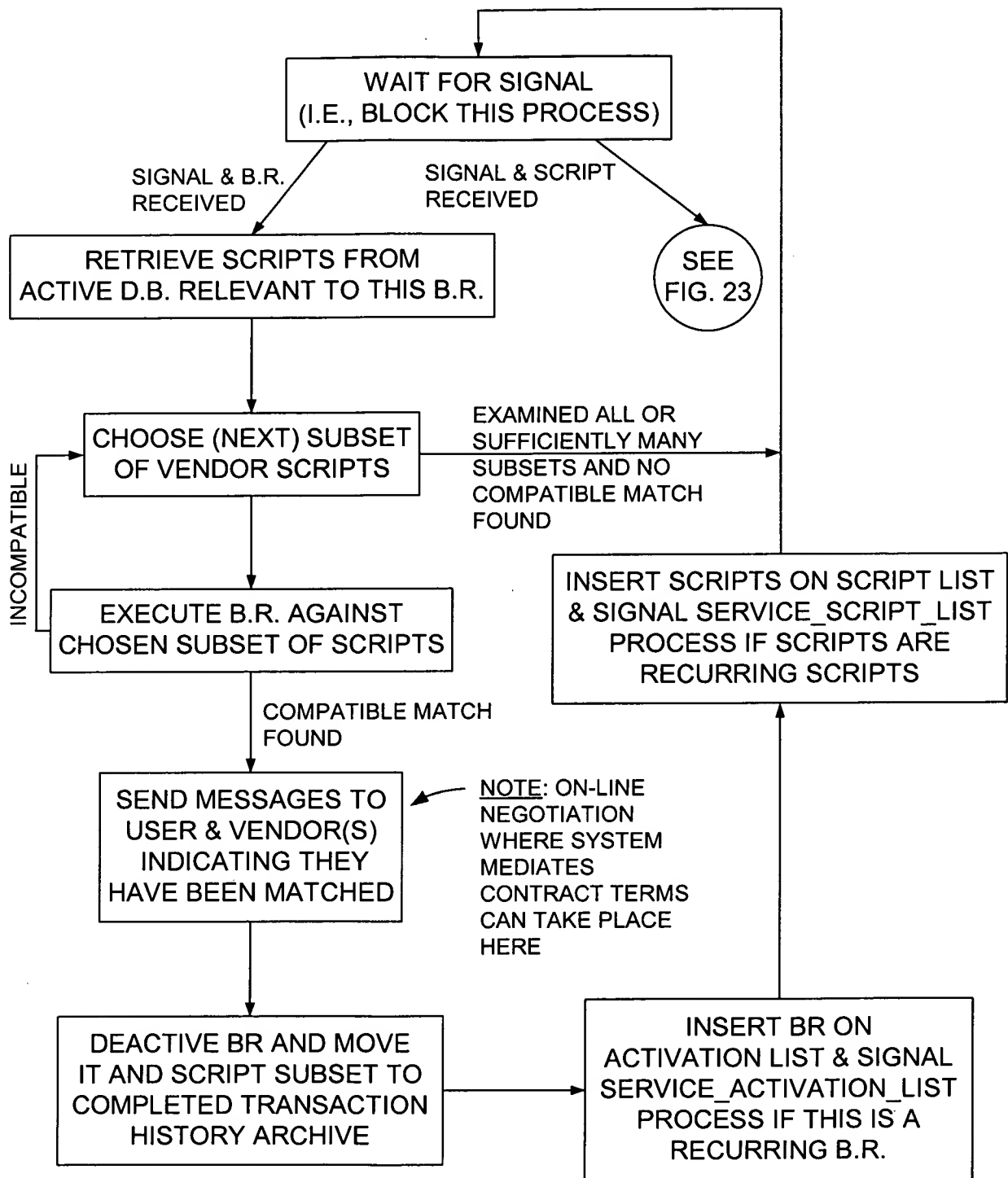


FIG. 21



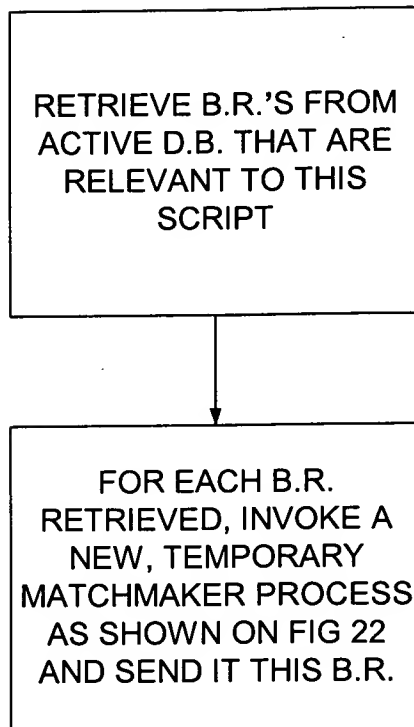


FIG. 23

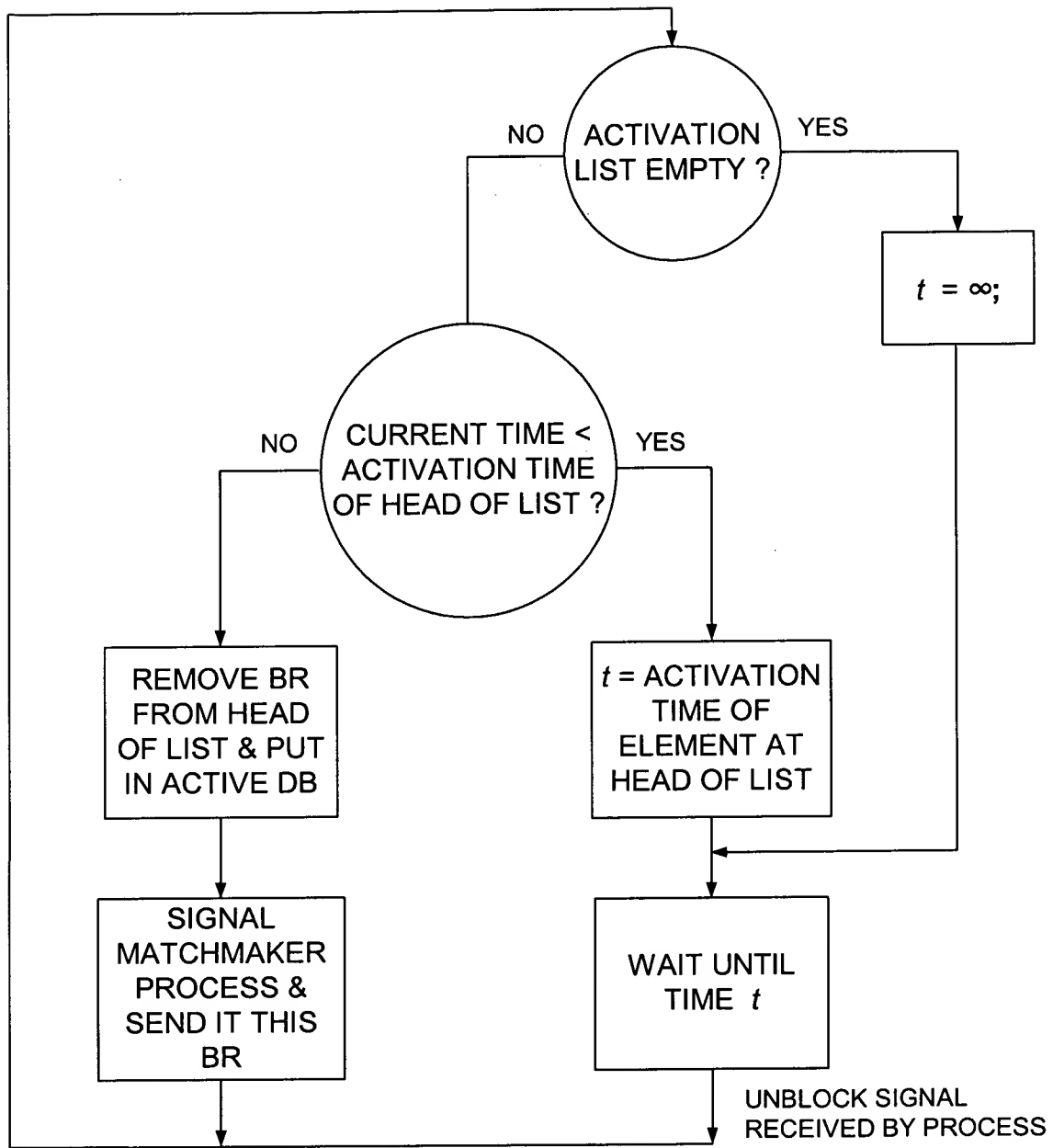


FIG. 24